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☐	L5	345/664.ccls.	11
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☐	L3	345/468.ccls.	104
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1 Two-handed interactive stereoscopic visualization

David S. Ebert, Christopher D. Shaw, Amen Zwa, Cindy Starr

October 1996 **Proceedings of the 7th conference on Visualization '96**

Full text available: pdf(4.38 MB) Additional Information: full citation, references, citings, index terms

2 Intuitive and Interactive Modification of Large Finite Element Models

Dirc Rose, Katrin Bidmon, Thomas Ertl

October 2004 **Proceedings of the conference on Visualization '04**

Full text available: pdf(463.06 KB) Additional Information: full citation, abstract

Virtual prototyping is increasingly replacing real mock-ups and experiments in industrial product development. Part of this process is the simulation of structural and functional properties, which is in many cases based on Finite Element Analysis (FEA). One prominent example from the automotive industry is the safety improvement resulting from crash worthiness simulations. A simulation model for this purpose usually consists of up to one million finite elements and is assembled from many parts w ...

Keywords: finite element modeling, interaction, manipulators, autostereoscopy

3 Beyond scientific visualization (panel session): mapping information

Donna J. Cox, Jim Blinn, Richard Ellison, Helga M. Leonardt Hendriks

August 1990 **ACM SIGGRAPH 90 Panel Proceedings**

Full text available: pdf(13.18 MB) Additional Information: full citation, index terms

4 TreeJuxtaposer: scalable tree comparison using Focus+Context with guaranteed visibility

Tamara Munzner, François Guimbretière, Serdar Tasiran, Li Zhang, Yunhong Zhou

July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Full text available: pdf(1.09 MB) Additional Information: full citation, abstract, references, citings, index terms

Structural comparison of large trees is a difficult task that is only partially supported by

current visualization techniques, which are mainly designed for browsing. We present TreeJuxtaposer, a system designed to support the comparison task for large trees of several hundred thousand nodes. We introduce the idea of "guaranteed visibility", where highlighted areas are treated as landmarks that must remain visually apparent at all times. We propose a new methodology for detailed structural compa ...

Keywords: Focus+Context, information visualization, phylogenetic tree, realtime rendering, tree drawing

5 Visualisation I: Animated visual vibrations as an uncertainty visualisation technique

Ross Brown

June 2004 **Proceedings of the 2nd international conference on Computer graphics and interactive techniques in Australasia and Southe East Asia**

Full text available: pdf(286.79 KB) Additional Information: full citation, abstract, references, index terms

Research into the visualisation of imprecise data is a relatively new field in visualisation. Work is beginning to appear detailing the process of visualising uncertainty in data. Continuing previous work by the author, this paper seeks to extend techniques used to visualise uncertainty from the spatial to the temporal domain, by using visual vibrations to indicate the level of imprecision at a visualised data point. The paper contains an analysis of the present visual features used to indicate ...

Keywords: stereo vision, uncertainty visualisation, vibrating textures, visual features

6 MAPA: a system for inducing and visualizing hierarchy in Websites

David Durand, Paul Kahn

May 1998 **Proceedings of the ninth ACM conference on Hypertext and hypermedia : links, objects, time and space---structure in hypermedia systems: links, objects, time and space---structure in hypermedia systems**

Full text available: pdf(1.52 MB) Additional Information: full citation, references, citings, index terms

7 Investigating Swirl and Tumble Flow with a Comparison of Visualization Techniques

Robert S. Laramee, Daniel Weiskopf, Jurgen Schneider, Helwig Hauser

October 2004 **Proceedings of the conference on Visualization '04**

Full text available: pdf(679.12 KB) Additional Information: full citation, abstract

We investigate two important, common fluid flow patterns from computational fluid dynamics (CFD) simulations, namely, swirl and tumble motion typical of automotive engines. We study and visualize swirl and tumble flow using three different flow visualization techniques: direct, geometric, and texture-based. When illustrating these methods side-by-side, we describe the relative strengths and weaknesses of each approach within a specific spatial dimension and across multiple spatial dimensions typ ...

Keywords: Flow visualization, computational fluid dynamics (CFD), swirl flow, tumble flow, visualization systems, engine simulation, in-cylinder flow

8 A computational steering system for studying microwave interactions with missile bodies

J. Edward Swan, Marco Lanzagorta, Doug Maxwell, Eddy Kuo, Jeff Uhlmann, Wendell Anderson, Haw-Jye Shyu, William Smith

October 2000 **Proceedings of the conference on Visualization '00**

Full text available: pdf(612.05 KB) Additional Information: full citation, citings, index terms

Keywords: computational steering, inverse steering, modeling and simulation, scientific visualization, virtual reality

9 Narratives and Literary Hypertext: Reading and writing fluid Hypertext Narratives

Polle T. Zellweger, Anne Mangen, Paula Newman

June 2002 **Proceedings of the thirteenth ACM conference on Hypertext and hypermedia**

Full text available: pdf(417.30 KB) Additional Information: full citation, abstract, references, citings, index terms, review

We describe a new way to present and author hypertext narratives. The Fluid Reader constructs a unified interactive text from the content of multiple nodes and allows a reader to explore alternative paths within it. The Fluid Reader has been available as a hands-on museum exhibit for nearly a year to date, where it has been enjoyed by readers of all ages. Its success has prompted further interest and development in Fluid hypertexts. We have designed and implemented an authoring tool called the F ...

Keywords: authoring, fluid documents, fluid hypertext, fluid reader, fluid writer, hypertext narrative, stretchtext, treetable, visualization

10 Topological Lines in 3D Tensor Fields

Xiaoqiang Zheng, Alex Pang

October 2004 **Proceedings of the conference on Visualization '04**

Full text available: pdf(301.01 KB) Additional Information: full citation, abstract

Visualization of 3D tensor fields continues to be a major challenge in terms of providing intuitive and uncluttered images that allow the users to better understand their data. The primary focus of this paper is on finding a formulation that lends itself to a stable numerical algorithm for extracting stable and persistent topological features from 2nd order real symmetric 3D tensors. While features in 2D tensors can be identified as either wedge or trisector points, in 3D, the corresponding stab ...

Keywords: hyperstreamlines, real symmetric tensors, degenerate tensors, tensor topology, topological lines

11 Display of Vector Fields Using a Reaction-Diffusion Model

Allen R. Sanderson, Chris R. Johnson, Robert M. Kirby

October 2004 **Proceedings of the conference on Visualization '04**

Full text available: pdf(1.35 MB) Additional Information: full citation, abstract

Effective visualization of vector fields relies on the ability to control the size and density of the underlying mapping to visual cues used to represent the field. In this paper we introduce the use of a reaction-diffusion model, already well known for its ability to form irregular spatio-temporal patters, to control the size, density, and placement of the vector field representation. We demonstrate that it is possible to encode vector field information (orientation and magnitude) into the para ...

Keywords: Vector Field Visualization, Flow Visualization, Reaction-Diffusion, Vector Fields

12 Perceptually based brush strokes for nonphotorealistic visualization

Christopher G. Healey, Laura Tateosian, James T. Enns, Mark Remple
January 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 1

Full text available: pdf(479.81 KB) Additional Information: full citation, abstract, references, index terms

An important problem in the area of computer graphics is the visualization of large, complex information spaces. Datasets of this type have grown rapidly in recent years, both in number and in size. Images of the data stored in these collections must support rapid and accurate exploration and analysis. This article presents a method for constructing visualizations that are both effective and aesthetic. Our approach uses techniques from master paintings and human perception to visualize a multidi ...

Keywords: Abstractionism, Impressionism, color, computer graphics, human vision, nonphotorealistic rendering, perception, psychophysics, scientific visualization, texture

13 Visualizing Competitive Behaviors in Multi-User Virtual Environments

Nate Hoobler, Greg Humphreys, Maneesh Agrawala
October 2004 **Proceedings of the conference on Visualization '04**

Full text available: pdf(510.01 KB) Additional Information: full citation, abstract

We present a system for enhancing observation of user interactions in virtual environments. In particular, we focus on analyzing behavior patterns in the popular team-based first-person perspective game Return to Castle Wolfenstein: Enemy Territory. This game belongs to a genre characterized by two moderate-sized teams (usually 6 to 12 players each) competing over a set of objectives. Our system allows spectators to visualize global features such as large-scale behaviors and team strategies, as ...

Keywords: Visualization, Games, Spectating

14 Visualization: A toolkit for visualizing biomedical data sets

Burkhard C. Wünsche
February 2003 **Proceedings of the 1st international conference on Computer graphics and interactive techniques in Australasia and South East Asia**

Full text available: pdf(2.33 MB) Additional Information: full citation, abstract, references, citings, index terms

Medical data sets now comprise a diverse range of measurements such as tissue densities, sensitivity to magnetization, blood flow velocity, and material strain. The size and complexity of medical data sets makes it increasingly difficult to understand, compare, analyze and communicate the data. Visualization is an attempt to simplify these tasks according to the motto "An image says more than a thousand words". Representing complex material properties, such as strain, as a single image improves ...

Keywords: biomedicine, tensor fields, user interfaces, visualization

15 Flow Field Clustering via Algebraic Multigrid

M. Griebel, T. Preusser, M. Rumpf, M. A. Schweitzer, A. Telea
October 2004 **Proceedings of the conference on Visualization '04**

Full text available: pdf(775.74 KB) Additional Information: full citation, abstract

We present a novel multiscale approach for flow visualization. We define a local alignment tensor that encodes a measure for alignment to the direction of a given flow field. This tensor induces an anisotropic differential operator on the flow domain, which is discretized with a standard finite element technique. The entries of the corresponding stiffness matrix

represent the anisotropically weighted couplings of adjacent nodes of the domain mesh. We use an algebraic multigrid algorithm to gener ...

Keywords: algebraic multigrid, multiscale visualization, flow visualization

16 Application Steering in a Collaborative Environment

John Brooke, Thomas Eickermann, Uwe Woessner
November 2003 **Proceedings of the 2003 ACM/IEEE conference on Supercomputing**

Full text available: pdf(517.84 KB) Additional Information: full citation, abstract

In this showcase we will present live running simulations which are integrated into the Access Grid in a variety of different ways. An example of this is the use of vnc to distribute a desktop on which the simulation is being displayed. Another example is the redirection of the visualization into vic to make 3D animations available over the Access Grid. Other examples that will be explored are the use of SGI's OpenGL VizServer to direct the output of a graphics supercomputer located on the Grid ...

Keywords: application steering, Grid Computing, collaborative environment, Access Grid

17 Interaction of light and tensor fields

Xiaoqiang Zheng, Alex Pang
May 2003 **Proceedings of the symposium on Data visualisation 2003**

Full text available: pdf(5.19 MB) Additional Information: full citation, abstract

We present three new ways of looking at tensor volumes. All three methods are based on the interaction of simulated light and the tensor field. Conceptually, rays are shot from a certain direction into the tensor volume. These rays are influenced by the surrounding tensor field and bent as they traverse through the volume. The tensor is visualized by both the nature of the bent rays and by the collection of rays deposited on a receiving plate. The former is similar to streamlines, but shows path ...

Keywords: caustics, deformation, distortion, non-symmetric tensor fields, photon mapping, ray casting, refraction

18 Visualizing planar vector fields with normal component using line integral convolution

Gerik Scheuermann, Holger Burbach, Hans Hagen
October 1999 **Proceedings of the conference on Visualization '99: celebrating ten years**

Full text available: pdf(1.28 MB) Additional Information: full citation, abstract, references, citings, index terms

We present a method for visualizing three dimensional vector fields which are defined on a two dimensional manifold only. These vector fields do exist in real application, as we show by an example of an optical measuring instrument which can gauge the displacement at the surface of a mechanical part. The general idea is to compute LIC textures in the manifold's tangent space and to deform the manifold according to the normal information. The resulting LIC texture is mapped onto the deformed ...

Keywords: LIC, deformation, vector field visualization

19 Session P13: tensor visualization: Volume deformation for tensor visualization

Xiaoqiang Zheng, Alex Pang
October 2002 **Proceedings of the conference on Visualization '02**

Full text available: pdf(1.25 MB) Additional Information: full citation, abstract, references, citings, index terms

Visualizing second-order 3D tensor fields continue to be a challenging task. Although there are several algorithms that have been presented, no single algorithm by itself is sufficient for the analysis because of the complex nature of tensor fields. In this paper, we present two new methods, based on volume deformation, to show the effects of the tensor field upon its underlying media. We focus on providing a continuous representation of the nature of the tensor fields. Each of these visualizati ...

Keywords: anisotropic tensors, anti-symmetric tensors, shear, strain, stress, symmetric tensors

20 Spatio-temporal visualization of urban crimes on a GIS grid

Suresh K. Lodha, Arvind K. Verma

November 2000 **Proceedings of the 8th ACM international symposium on Advances in geographic information systems**

Full text available: pdf(794.45 KB) Additional Information: full citation, abstract, index terms

We present several techniques for visualizing the temporal dimension of a Geographic Information System. Techniques include (i) pseudo-colored time-window display, (ii) side-by-side height bars, (iii) stacked time-aggregated cumulative bars, (iv) stacked order-preserving bus, (v) vertical time dimension, and (vi) multi-layered display. These techniques are presented in the context of an urban crime mapping application and extend the existing visualization techniques employed in this field. We ...

Keywords: GIS, spatio-temporal, urban crimes, visualization

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